**Problem Set 2**

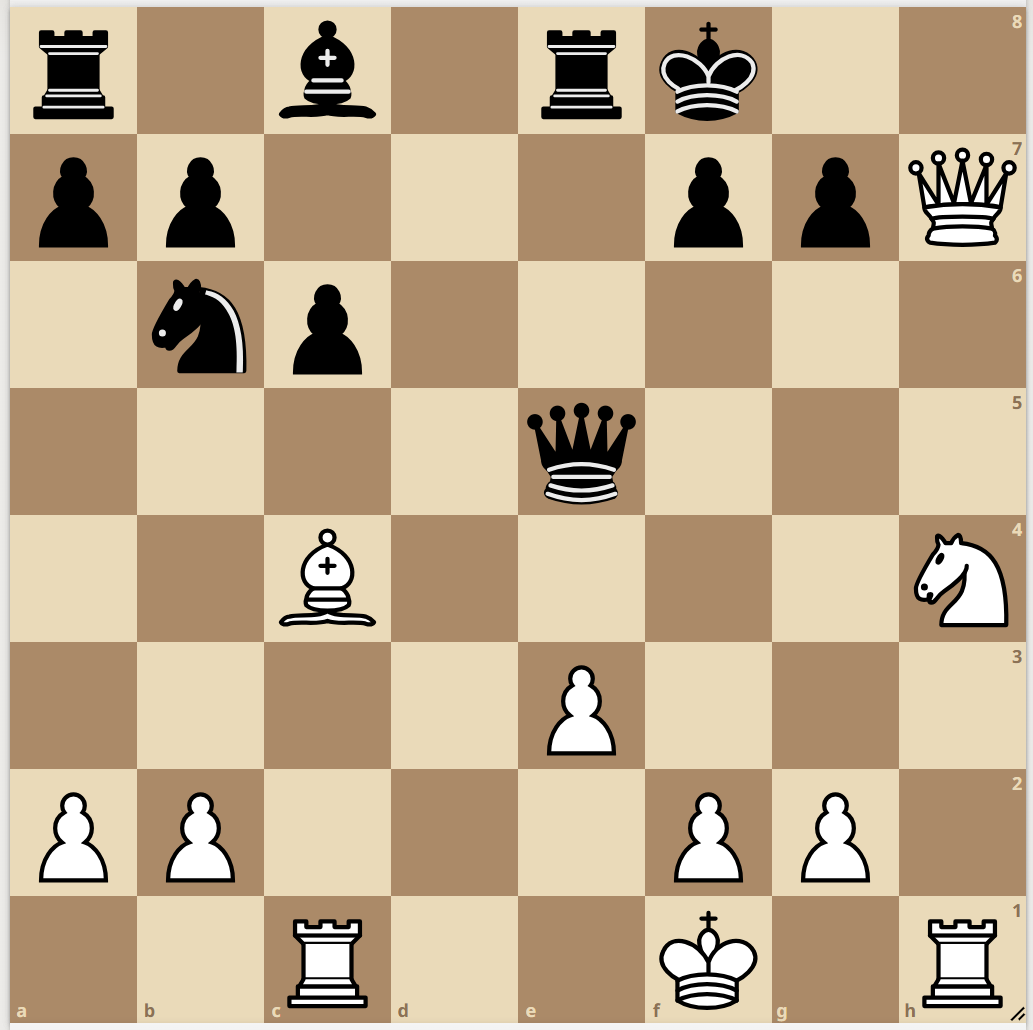
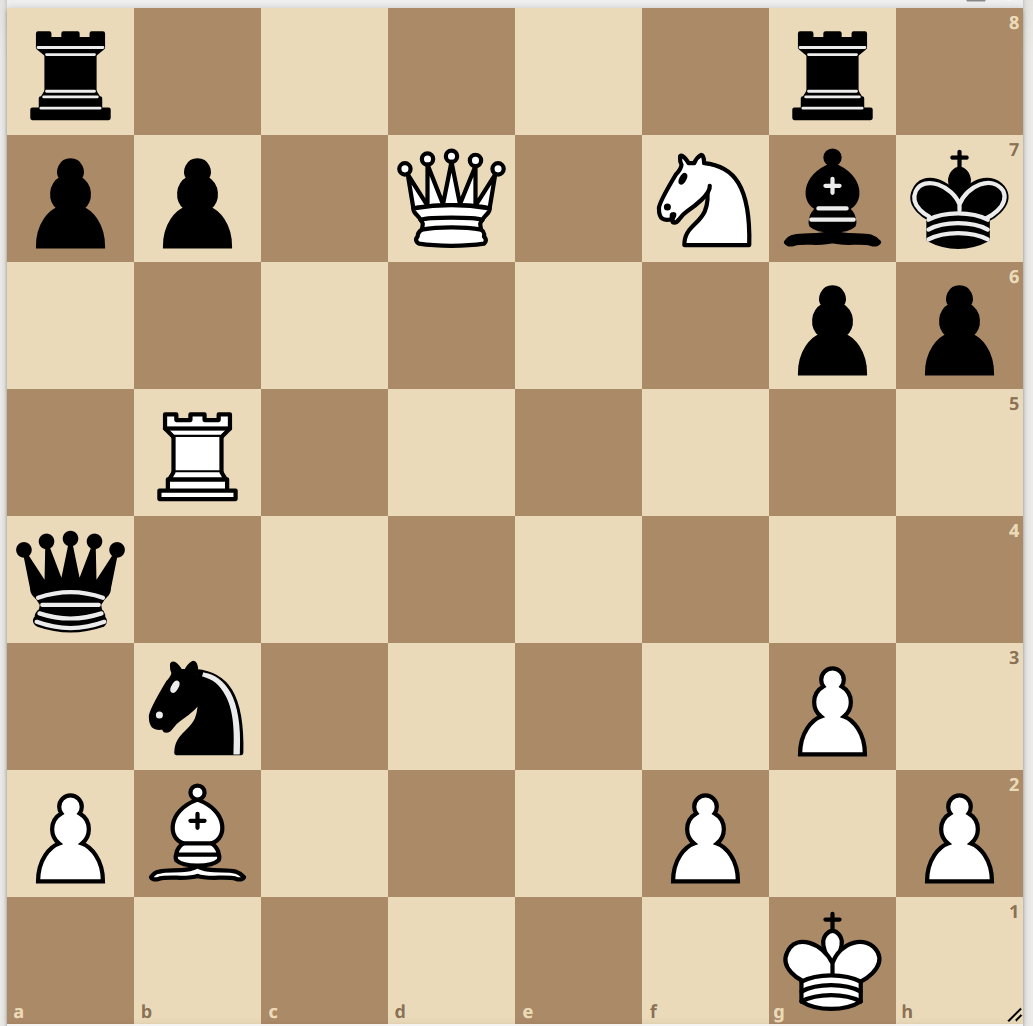
-Bottom side to play

-Follow the directions

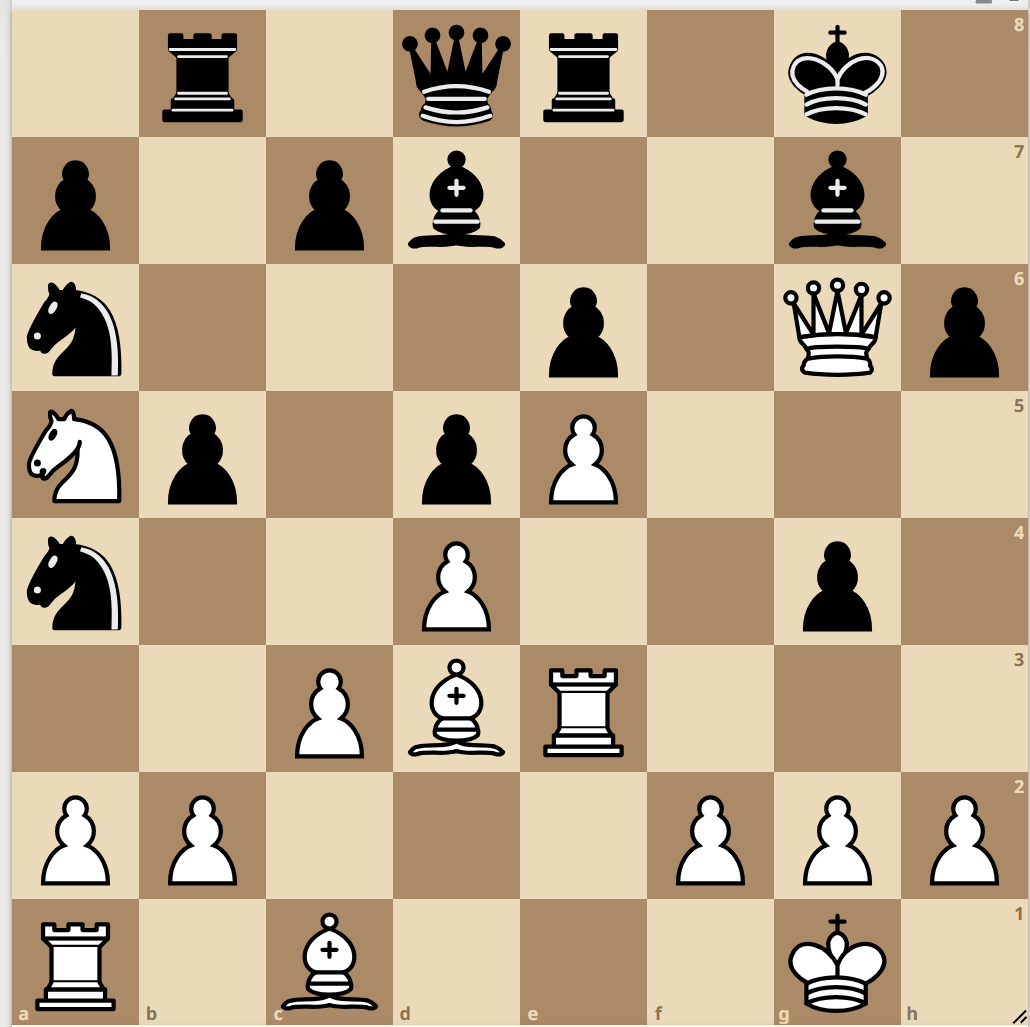
-Answer all the questions to the best, write your answers down

**Attacking**

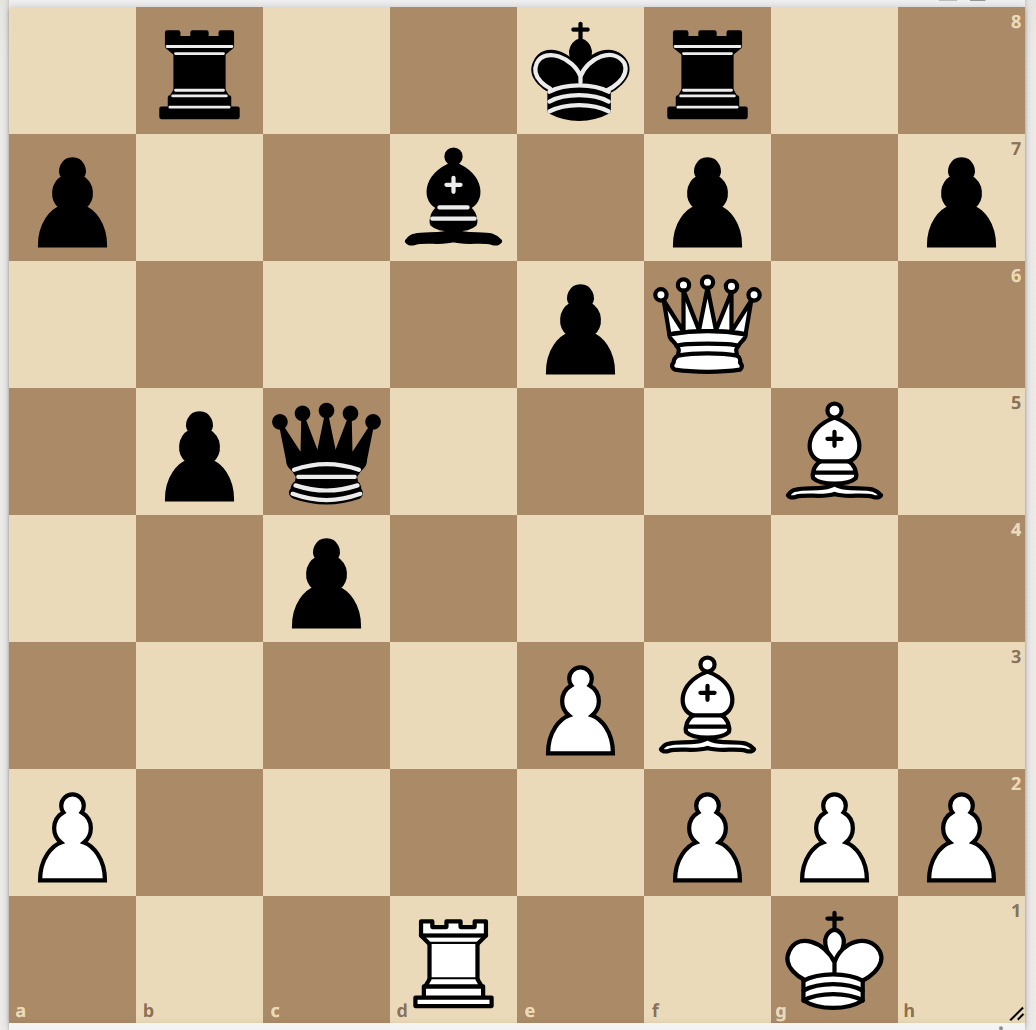
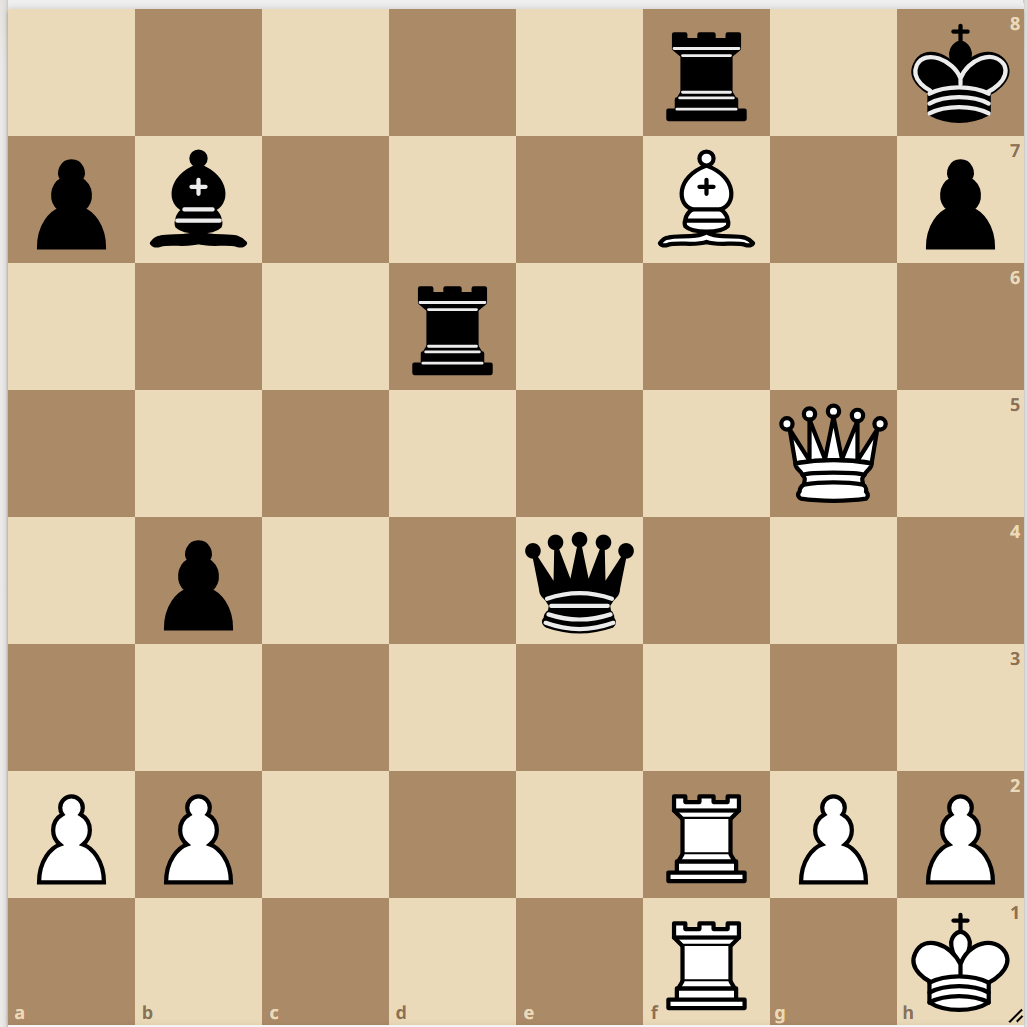
Queen sac



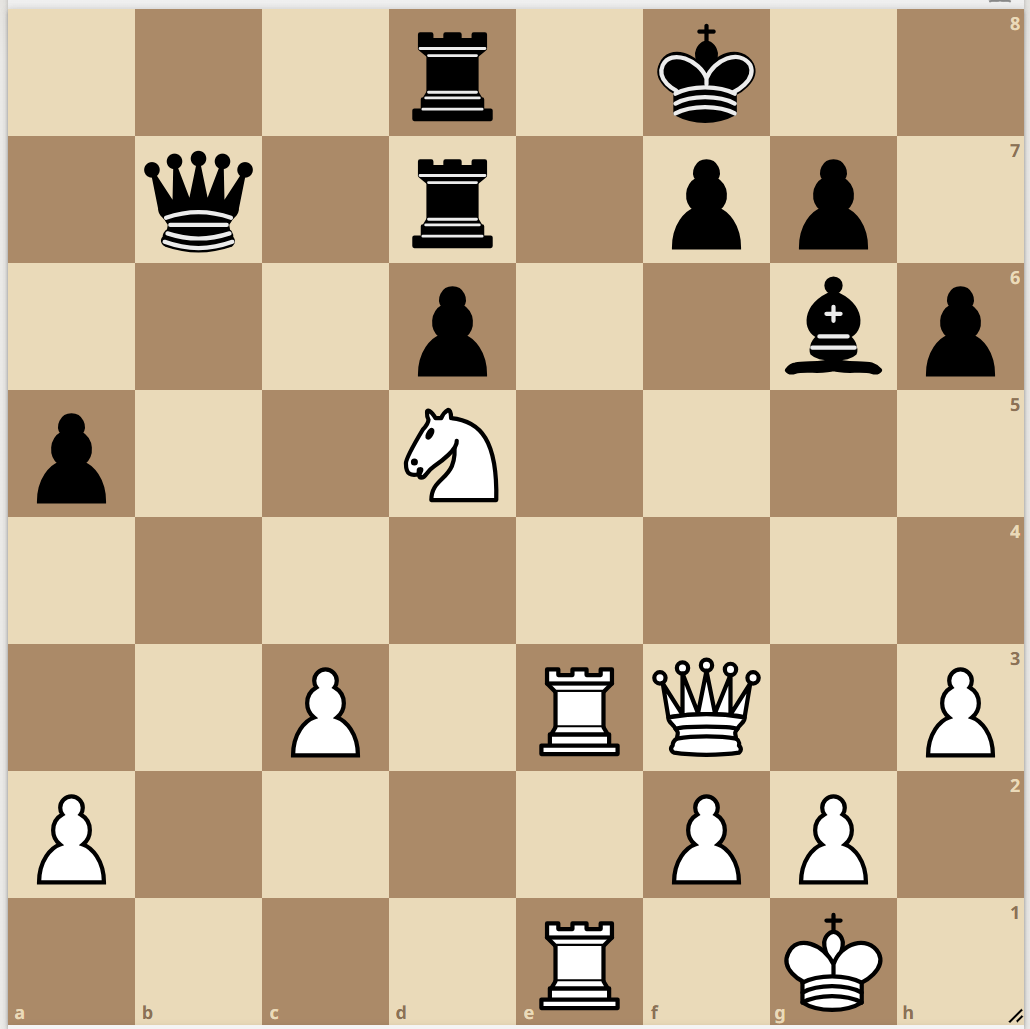
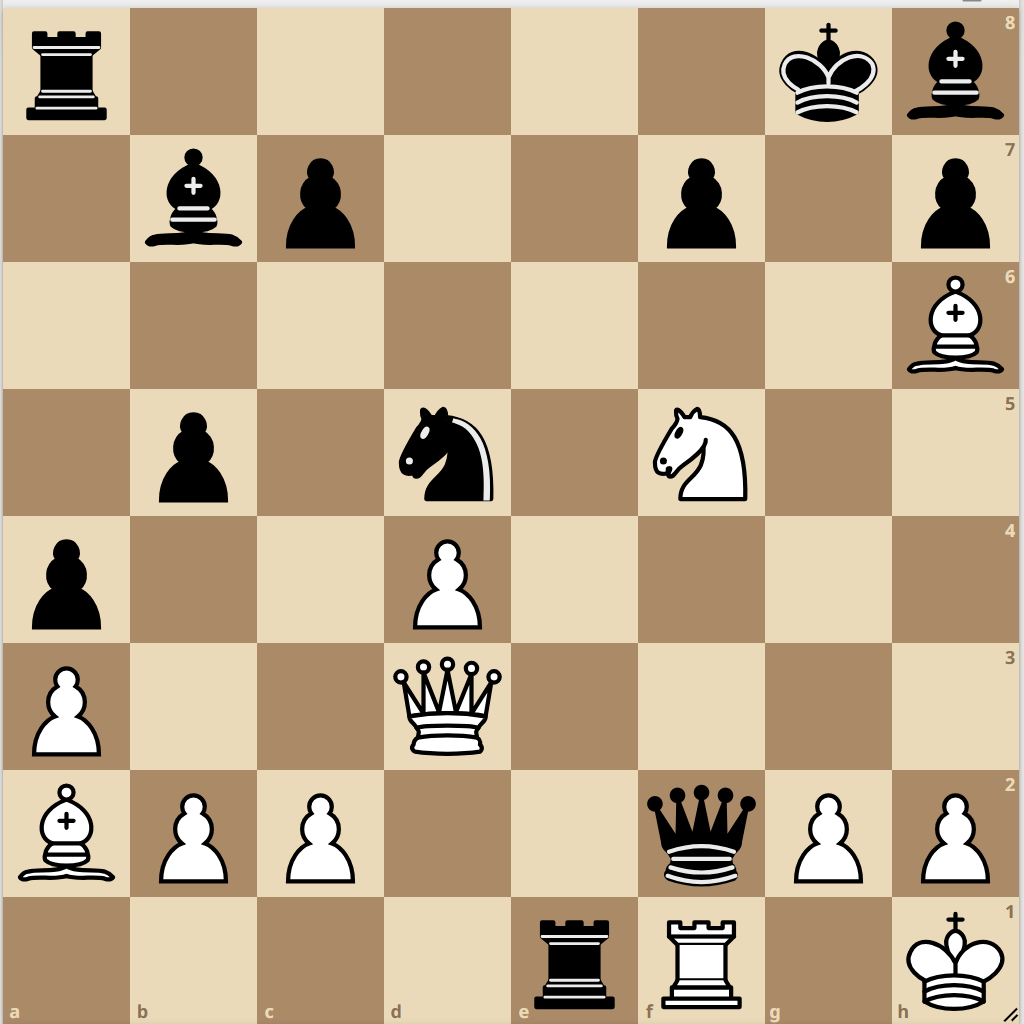
Rook sac



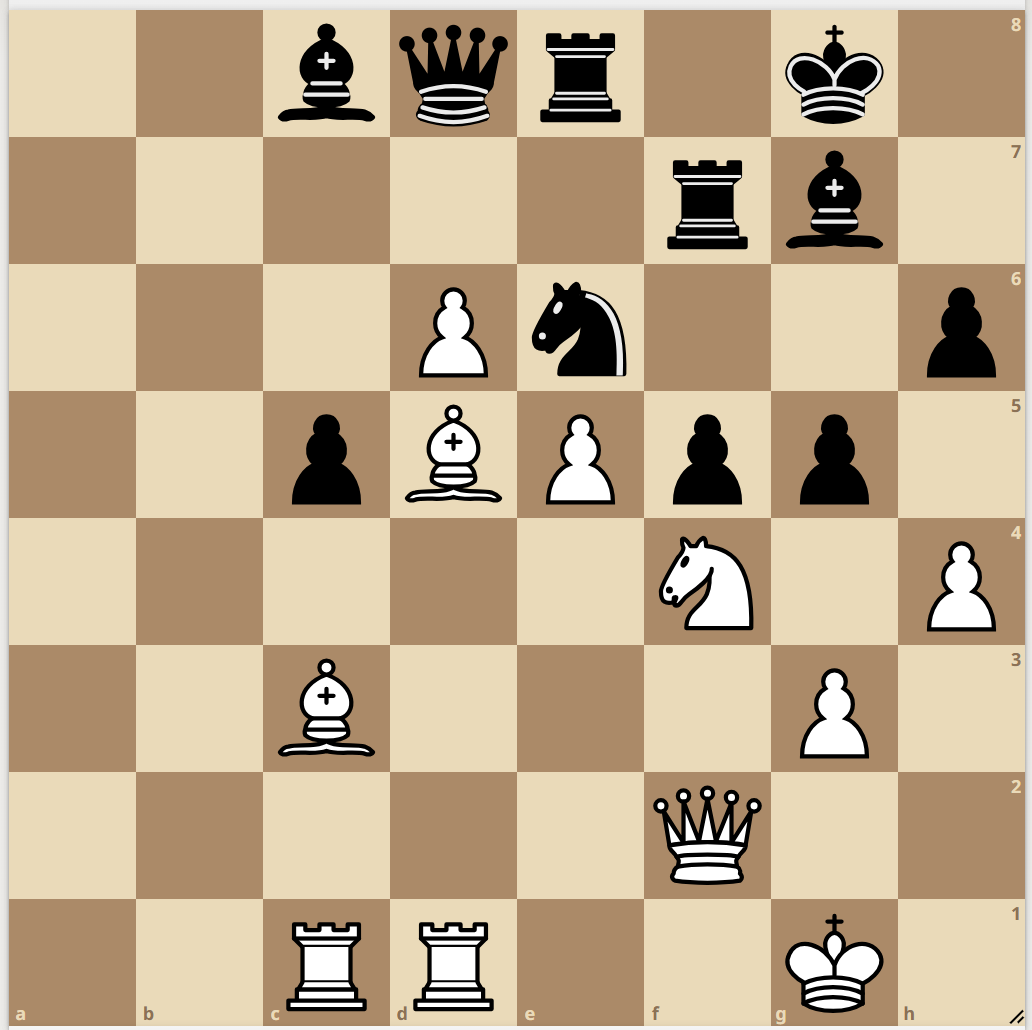
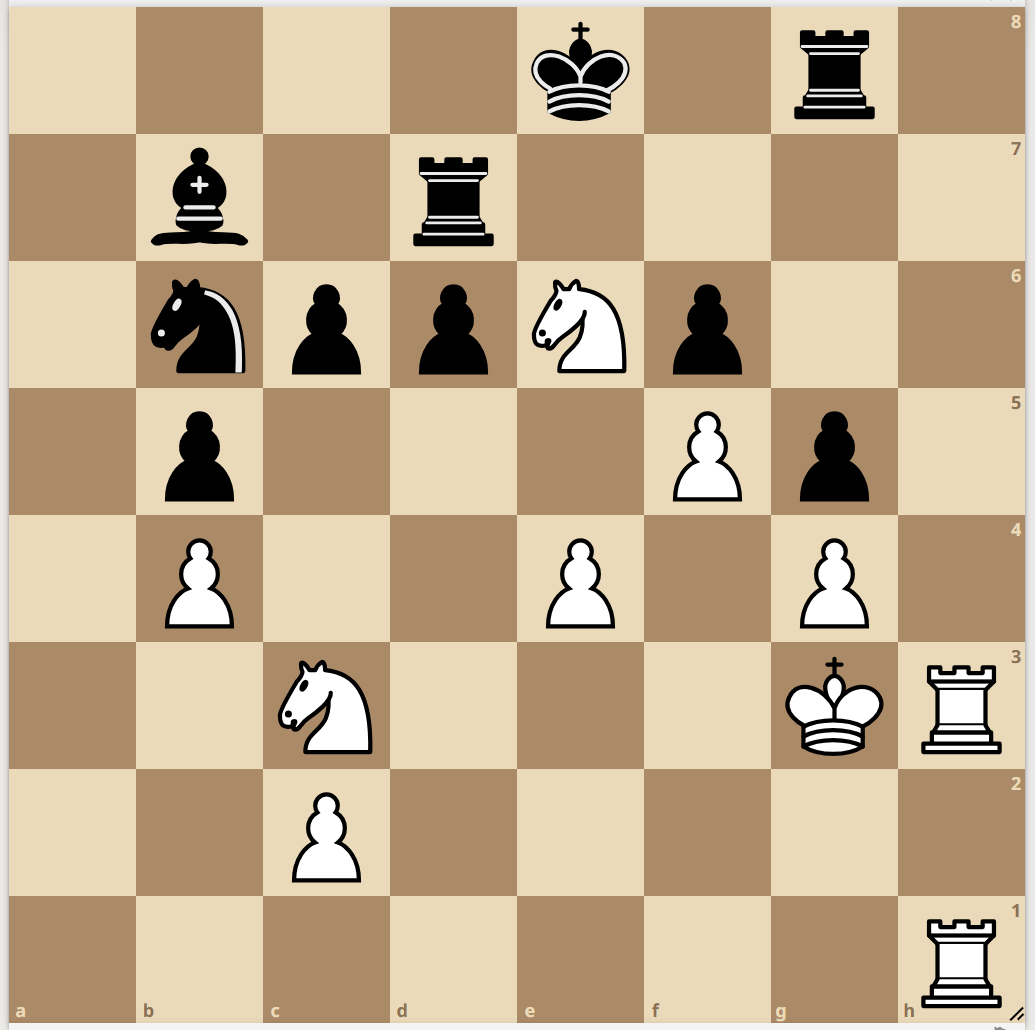
Bishop sac



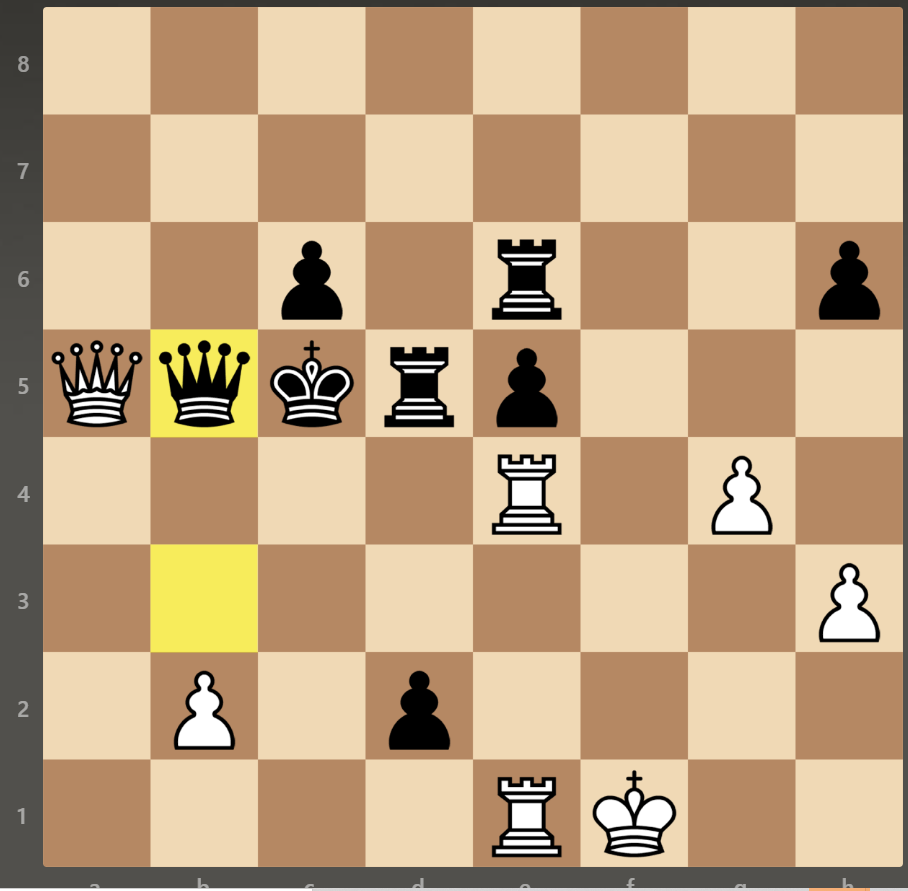
Knight sac



Pawn sac



**Defense**

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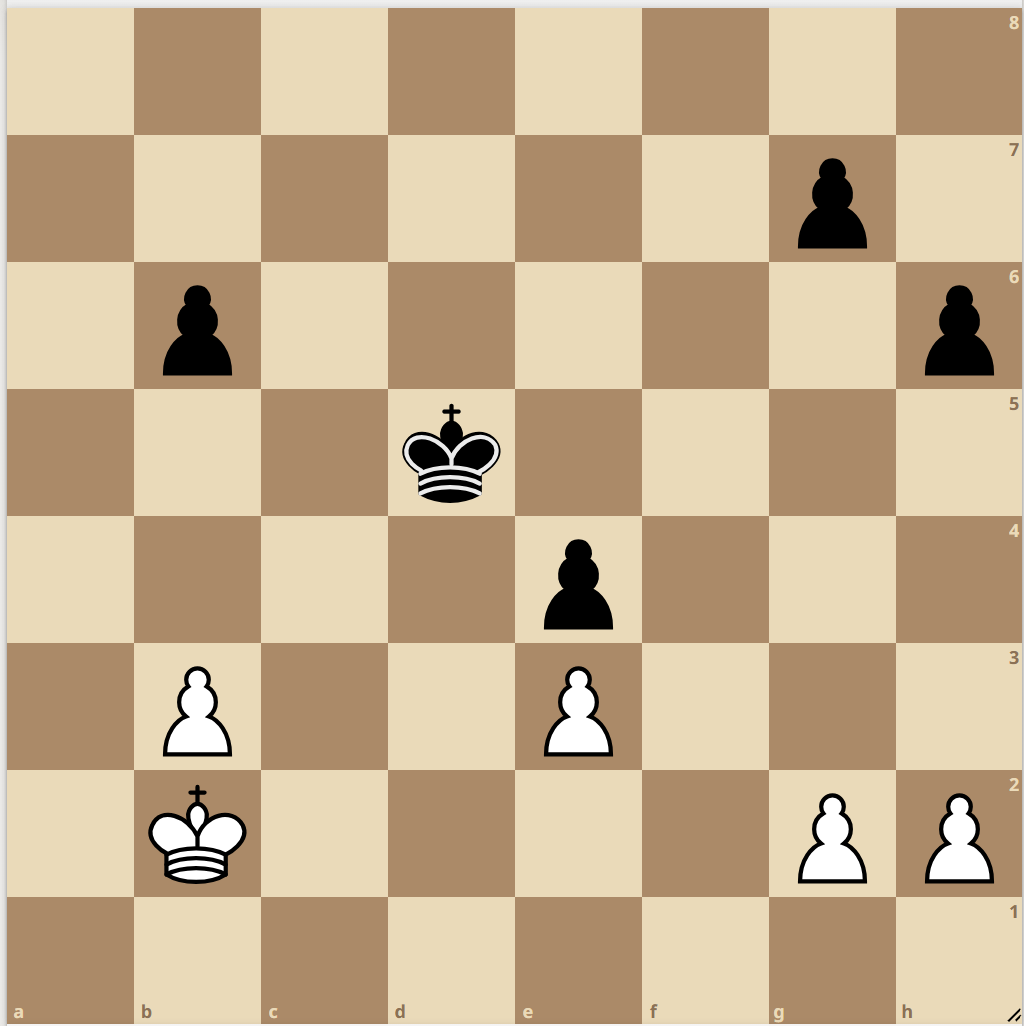
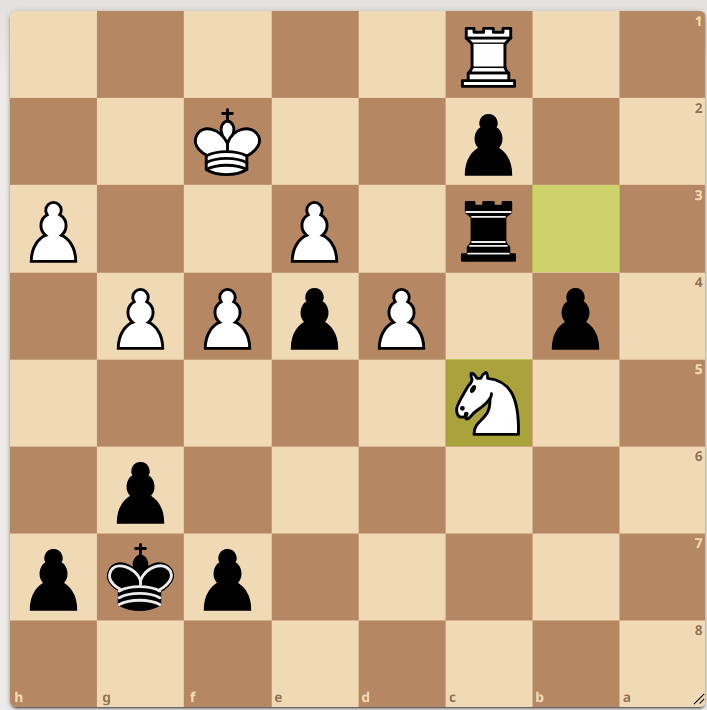
1.How does white save the queen?

2.How does white save the knight?

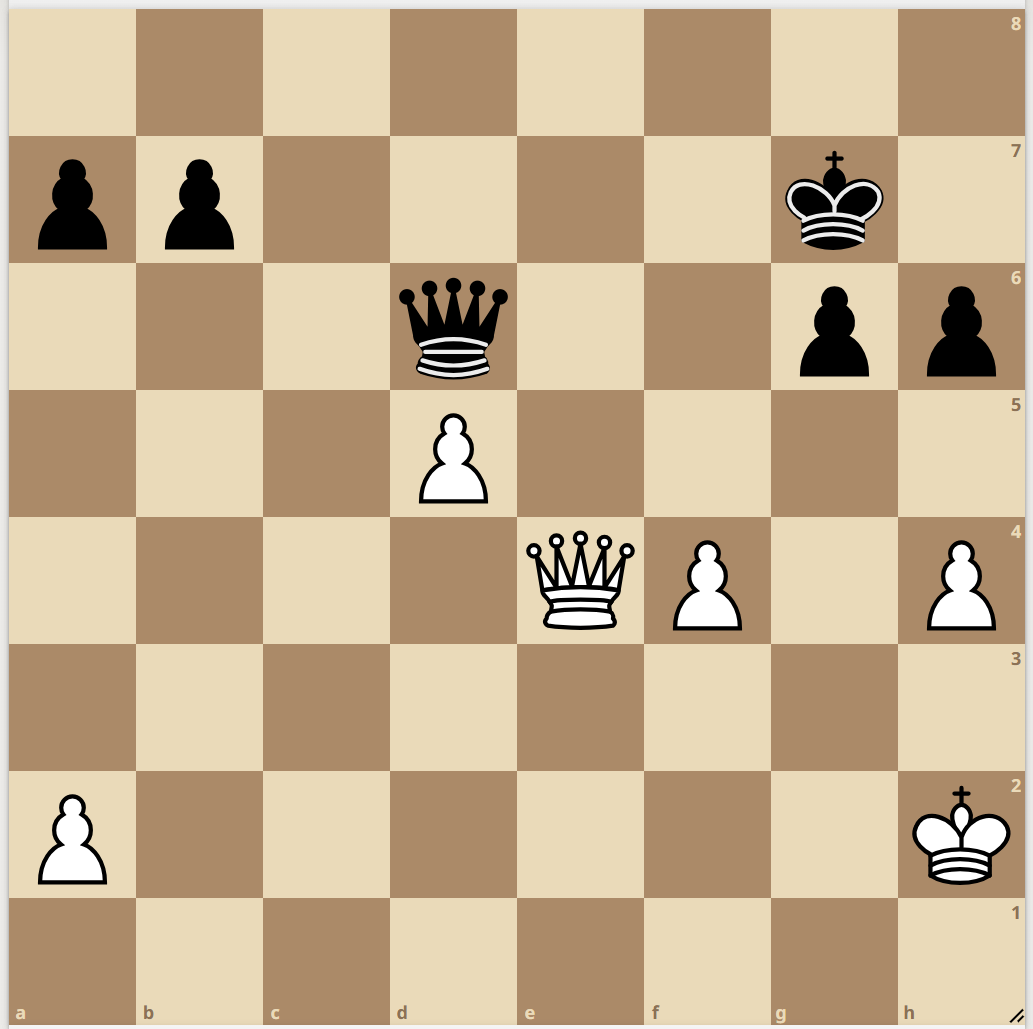
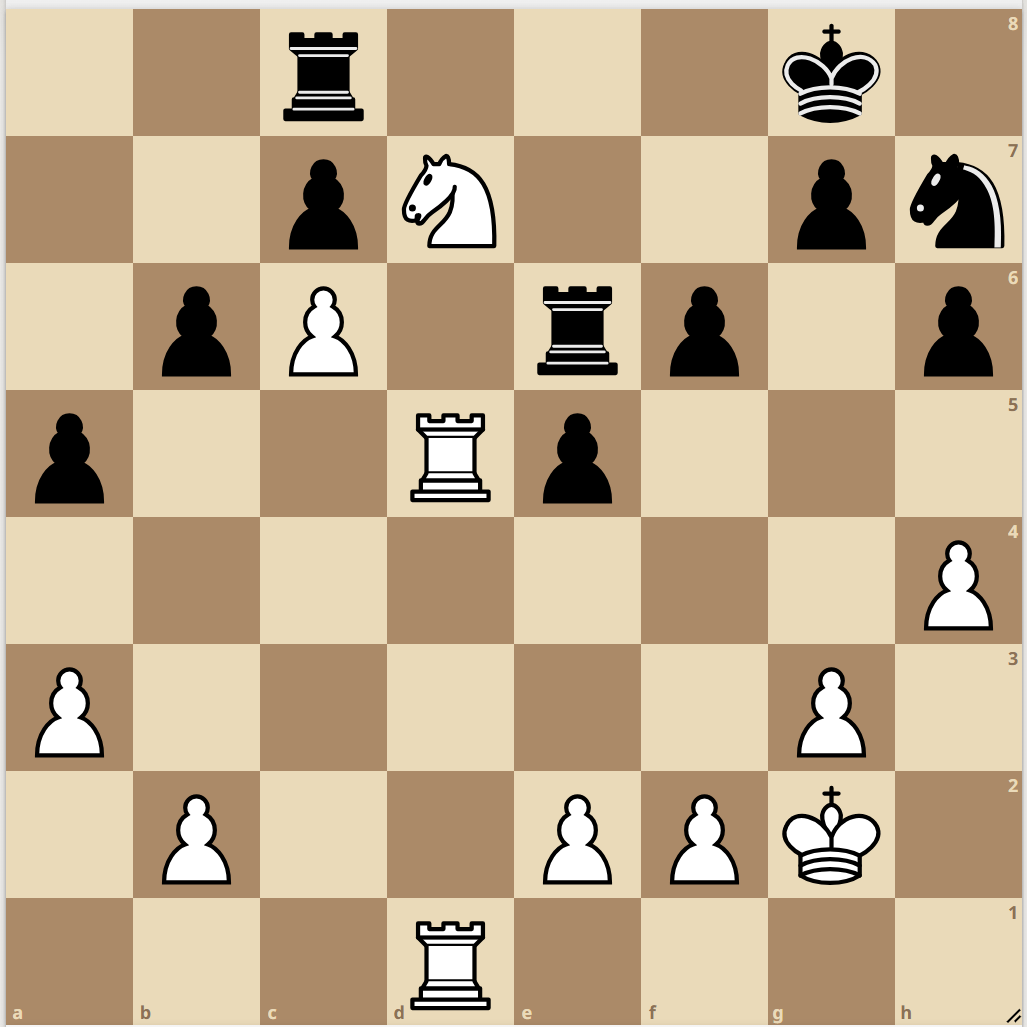
3.If white plays g6, what will black do? White to play, how do you prevent Qg4+ with tempo?

4. White is in check, and if you trade queens you lose. There’s a really clever way to defend with tempo!

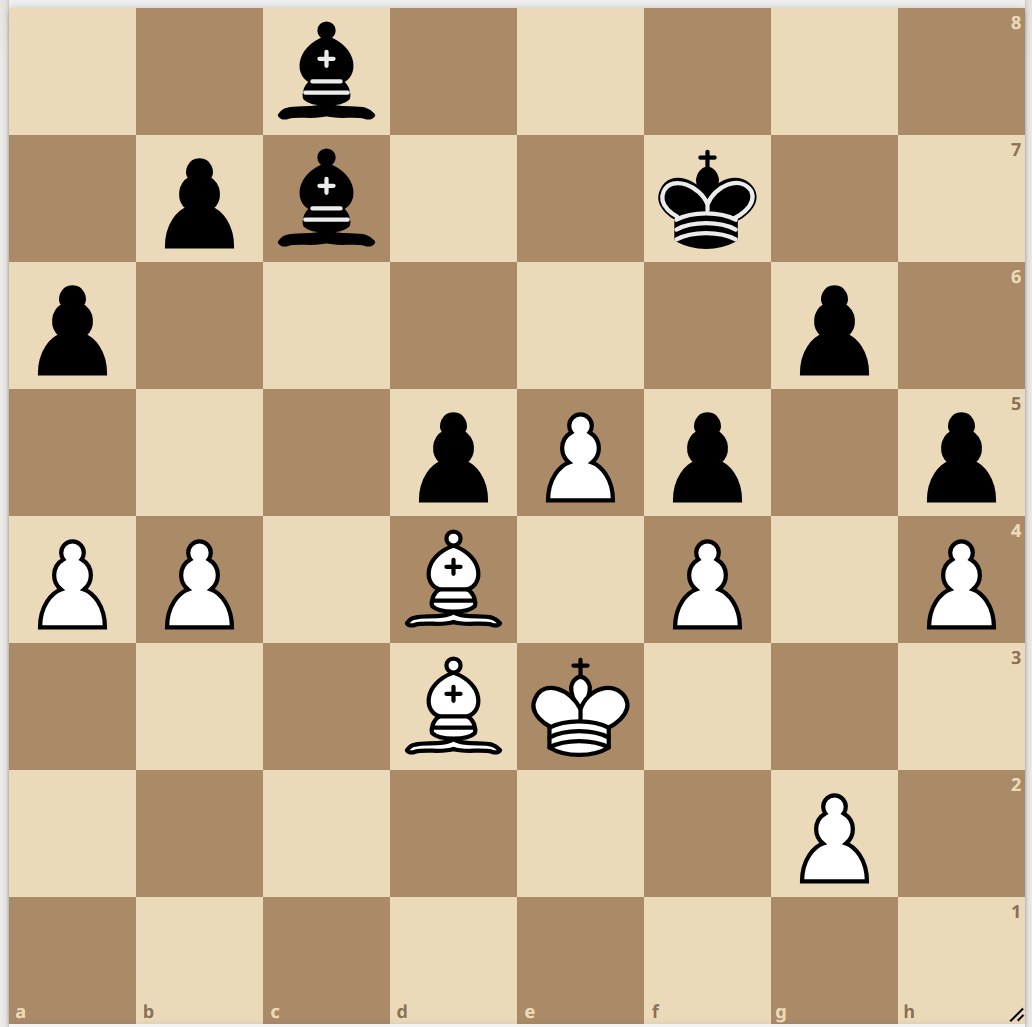
**Endgame**

White to play, win or draw? Black to play, win or draw?

Should white play Qe5+ and trade queens? Does Nxb6 work?

How does white squeeze black? How does white defend actively here?

Does white want to trade dark square bishops?

Does white or black want to trade into opposite color bishops?